

Peter K. Hood

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Professional Summary

Accomplished quest and systems designer with over half a decade of experience designing and coordinating cross-discipline work with strong narrative and reward focuses. An agile iterator and collaborator, for both systems and content in fast paced environments across teams. Driven to create the best experiences possible for players, while also creating healthy working relationships with peers.

Work Experience

Senior Quest & Systems Designer – Marathon 2023 - 2026

Bungie – Bellevue, WA

- ◆ Design quest system for new title and coordinate implementation across disciplines.
- ◆ Collaborate in feature direction with feature and team leads.
- ◆ Advocate for technical feasibility, content implementation best practices, and system extensibility.
- ◆ Author and oversee quest content design and implementation across a team of designers.
- ◆ Process feedback from play testers and leadership team into actionable items for system and content improvement.

Quest & Progression Designer – Destiny 2 2019 - 2023

Bungie – Bellevue, WA

- ◆ Designed flagship quests for annual releases and coordinated implementation with gameplay and narrative designers.
- ◆ Coordinated with technical designers on the narrative needs of various quests. Ensured new tech was made to support content visions and pacing.
- ◆ Designed reward and progression systems that adhere to player-first mentalities and gameplay rituals.
- ◆ Designed reward system revamp for Destiny's raids.

Test Lead – Destiny 2 2018 - 2019

Bungie – Bellevue, WA

- ◆ Drove team efficiency improvements through bug analysis, creating a practice that spread to other test teams.
- ◆ Coordinated improvements in content creation processes across disciplines.

Skills

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| ◆ Unreal Engine 5 | ◆ Excellent communication skills, both verbal and written |
| ◆ Advocating for the full realization of narrative beats and pacing | ◆ Turning discussions and feedback into action items |
| ◆ Clever usage of available tools to meet goals | ◆ Rapid iteration on complex designs and systems |
| ◆ Jira, Microsoft tfs, and Confluence | |

Education

Bachelor of Science: Computer Engineering
Rochester Institute of Technology – New York, USA